

1 CLAIMS

2 1. A game console, comprising:

3 a processor; and

4 ~ a non-removable hard disk drive coupled to the processor, the hard disk  
5 drive being configured to store various data associated with the game console.

6  
7 2. A game console as recited in claim 1 further including a memory  
8 coupled to the processor.

9  
10 3. A game console as recited in claim 1 further including a portable  
11 media drive coupled to the processor and configured to communicate with a  
12 storage disc.

13  
14 4. A game console as recited in claim 1 further including a console  
15 application stored on the hard disk drive and executable on the processor, the  
16 console application configured to implement a user interface to the gaming  
17 system.

18  
19 5. A game console as recited in claim 1 further including a portable  
20 memory unit coupled to the processor.

21  
22 6. A game console as recited in claim 1 wherein the hard disk drive is  
23 configured to store game data, audio data, and video data.  
24  
25

1        7.    A game console as recited in claim 1 wherein the hard disk drive is  
2 segregated into a plurality of regions, each region for storing a particular type of  
3 data.

4  
5        8.    A game console as recited in claim 1 wherein the hard disk drive is  
6 segregated into a user data region, an application region, and a console application  
7 region.

8  
9        9.    A game console as recited in claim 1 wherein the hard disk drive is  
10 segregated into a settings region, a user data region, an application region, a utility  
11 region, and a console application region.

12  
13       10.   A game console as recited in claim 1 wherein the hard disk drive is  
14 configured to store data associated with multiple saved games.

15  
16       11.   A game console as recited in claim 1 wherein the hard disk drive is  
17 configured to store a list of recently used nicknames.

18  
19       12.   A game console as recited in claim 1 wherein the game console  
20 boots into a console application stored on the hard disk drive.  
21  
22  
23  
24  
25

1       **13.**    A game console, comprising:  
2       a processor; and  
3       a hard disk drive coupled to the processor, the hard disk drive being  
4 configured to boot the game console and to store data associated with the game  
5 console.

6  
7       **14.**    A game console as recited in claim 13 wherein the game console  
8 boots into a console application stored on the hard disk drive.

9  
10       **15.**   A game console as recited in claim 13 wherein the hard disk drive is  
11 permanently installed in the game console.

12  
13       **16.**   A game console as recited in claim 13 further including a memory  
14 coupled to the processor.

15  
16       **17.**   A game console as recited in claim 13 wherein the hard disk drive  
17 contains a console application configured to implement a user interface to the  
18 gaming system.

19  
20       **18.**   A game console as recited in claim 13 further including a console  
21 application stored on the hard disk drive, the console application being configured  
22 to generate a listing of user data stored on the hard disk drive.  
23  
24  
25

1       **19.**     A game console as recited in claim 13 wherein the hard disk drive is  
2 configured to store application data such that data associated with one application  
3 is inaccessible to other applications.  
4

5       **20.**     A game console as recited in claim 13 wherein the hard disk drive is  
6 configured to store saved game data such that saved game data associated with a  
7 particular game is stored separately from saved game data associated with other  
8 games.  
9

10       **21.**    A game console as recited in claim 13 wherein the hard disk drive is  
11 configured to store saved game data in a user data region and configured to store  
12 application-related data in an application data region.  
13

14       **22.**    A game console, comprising:  
15       a processor; and  
16       a hard disk drive coupled to the processor, the hard disk drive being  
17 segregated into a first region to store user data and a second region to store  
18 application data, wherein user data associated with a particular application is  
19 segregated from user data associated with other applications and wherein  
20 application data associated with a particular application is segregated from  
21 application data associated with other applications.  
22

23       **23.**    A game console as recited in claim 22 wherein the user data  
24 includes saved game data.  
25

1       **24.**    A game console as recited in claim 22 wherein the application data  
2 includes data to be used during future executions of the associated application.

3  
4       **25.**    A game console as recited in claim 22 further including a console  
5 application stored on the hard disk drive, the console application being configured  
6 to generate a list of user data stored in the first region.

7  
8       **26.**    A game console as recited in claim 22 wherein the disk drive is  
9 configured to store a list of recently used nicknames.

10  
11       **27.**    A method comprising:  
12       identifying a game identifier associated with a game installed in a gaming  
13 system, wherein the gaming system contains a hard disk drive;  
14       determining portions of the hard disk drive that are associated with the  
15 game based on the game identifier; and  
16       preventing the game from accessing portions of the hard disk drive that are  
17 not associated with the game.

18  
19       **28.**    A method as recited in claim 27 further including saving a current  
20 state of the game to the hard disk drive in response to a save game request.

21  
22       **29.**    A method as recited in claim 27 further including retrieving a list of  
23 saved games associated with the game installed in the gaming system.

1       **30.**     A method as recited in claim 27 further including:  
2       retrieving a list of saved games associated with the game installed in the  
3       gaming system; and  
4       displaying the list of saved games to a user of the gaming system.

5  
6       **31.**     A method as recited in claim 27 further including:  
7       retrieving a list of saved games associated with the game installed in the  
8       gaming system;  
9       displaying the list of saved games to a user of the gaming system; and  
10      executing the game using saved game data selected by the user of the  
11      gaming system.

12  
13      **32.**     A method as recited in claim 27 further including retrieving a list of  
14      recently used nicknames.

15  
16      **33.**     A method as recited in claim 27 further including retrieving a list of  
17      recently used nicknames associated with the game installed in the gaming system.

18  
19      **34.**     A method as recited in claim 27 wherein determining portions of the  
20      hard disk drive that are associated with the game based on the game identifier  
21      comprises:

22      determining a portion of a user data region on the hard disk drive that is  
23      associated with the game; and

24      determining a portion of an application data region on the hard disk drive  
25      that is associated with the game.

1  
2       **35.**   One or more computer-readable media comprising computer-  
3 executable instructions that, when executed, perform the method as recited in  
4 claim 27.

5  
6       **36.**   A method comprising:  
7       retrieving a list of recently used nicknames in a gaming system;  
8       displaying the list of recently used nicknames to a user of the gaming  
9 system; and  
10       allowing the user of the gaming system to select a nickname from the list of  
11 recently used nicknames.

12  
13       **37.**   A method as recited in claim 36 wherein the list of recently used  
14 nicknames is associated with a game installed in the gaming system.

15  
16       **38.**   A method as recited in claim 36 wherein retrieving a list of recently  
17 used nicknames includes retrieving the list of recently used nicknames from a hard  
18 disk drive in the gaming system.

19  
20       **39.**   A method as recited in claim 36 further including allowing the user  
21 of the gaming system to create a new nickname.  
22  
23  
24  
25

1 40. A method as recited in claim 36 further including:  
2 allowing the user of the gaming system to create a new nickname; and  
3 adding the new nickname to the list of recently used nicknames.  
4

5 41. A method as recited in claim 36 further including automatically  
6 entering the selected nickname into a high score display.  
7

8 42. One or more computer-readable media comprising computer-  
9 executable instructions that, when executed, perform the method as recited in  
10 claim 36.  
11

12 Sub A4 43. A method comprising:  
13 booting a game console from a non-removable hard disk drive integrated  
14 into the game console; and  
15 storing data associated with the game console on the hard disk drive.  
16

17 44. A method as recited in claim 43 further including storing a list of  
18 recently used nicknames on the hard disk drive.  
19

20 Sub A5 45. A method as recited in claim 43 further including storing data  
21 associated with multiple saved games on the hard disk drive.  
22  
23  
24  
25



1       **46.**    A method as recited in claim 43 wherein booting a game console  
2 includes booting the game console into a console application stored on the hard  
3 disk drive.

4  
5       **47.**    One or more computer-readable media comprising computer-  
6 executable instructions that, when executed, perform the method as recited in  
7 claim 43.

8  
9       Sub 48.   A method comprising:  
10       initializing a game console using a non-removable hard disk drive  
11 integrated into the game console, wherein the game console will not operate unless  
12 the hard disk drive is functioning; and  
13       storing data associated with the game console on the hard disk drive.

14  
15       **49.**    A method as recited in claim 48 wherein the stored data on the hard  
16 disk drive includes data associated with multiple saved games.

17  
18       **50.**    A method as recited in claim 48 wherein initializing the game  
19 console includes launching a console application stored on the hard disk drive.

20  
21       **51.**    A method as recited in claim 48 further including executing a game  
22 application installed in the game console after initializing the game console.  
23  
24  
25

1        52. One or more computer-readable media comprising computer-  
2 executable instructions that, when executed, perform the method as recited in  
3 claim 48.

4  
5        53. A method comprising/  
6        launching an application on a game console;  
7        identifying a status of a plurality of temporary storage areas on a hard disk  
8 drive contained in the game console;  
9        if at least one of the plurality of temporary storage areas is empty, assigning  
10 one of the empty storage areas to the application; and  
11        if all of the plurality of temporary storage areas contain data, clearing a  
12 temporary storage area having an oldest timestamp and assigning the cleared  
13 temporary storage area to the application.

14  
15        54. A method as recited in claim 53 wherein the application is a game.

16  
17        55. A method as recited in claim 53 further including assigning a  
18 particular temporary storage area to the application if the particular temporary  
19 storage area contains data associated with the application.

20        Add A87  
21  
22  
23  
24  
25

1       **56.**     A method comprising:  
2       launching an application on a game console;  
3       identifying a status of a plurality of temporary storage areas on a hard disk  
4       drive contained in the game console;  
5       if a particular temporary storage area contains data associated with the  
6       application, assigning the particular temporary storage area to the application;  
7       if no temporary storage area contains data associated with the application:  
8       if at least one of the plurality of temporary storage areas is empty,  
9       assigning one of the empty storage areas to the application; and  
10       if all of the plurality of temporary storage areas contain data,  
11       clearing a temporary storage area having an oldest timestamp and assigning  
12       the cleared temporary storage area to the application.

13  
14       **57.**     A computer-readable medium for a game console comprising  
15       computer-executable instructions that, when executed, direct the game console to:  
16       associate user data with a first region of a hard disk drive contained in the  
17       game console;  
18       associate application data with a second region of the hard disk drive;  
19       allow an application to access particular portions of the first region that are  
20       associated with the application; and  
21       allow the application to access particular portions of the second region that  
22       are associated with the application.

1       **58.**    A computer-readable medium as recited in claim 57 further  
2 comprising computer-executable instructions that, when executed, direct the game  
3 console to prevent the application from accessing portions of the first region that  
4 are not associated with the application.

5  
6       **59.**    A computer-readable medium as recited in claim 57 further  
7 comprising computer-executable instructions that, when executed, direct the game  
8 console to prevent the application from accessing portions of the first region that  
9 are not associated with the application.

10  
11       **60.**    A computer-readable medium as recited in claim 57 wherein the  
12 application is a game.